



**A Computerized Lottery Ticket Purchase, Authentication, and Verification
Computer System and Remote Access System Using a Cell Phone, standard Phone
or Internet Through the Use of Commercial Transaction Card and Pin Numbers.**

Background

The methods and apparatus described in this patent makes remote ticketing transaction possible while maintaining anonymity, authenticity and security features while providing significant operational and maintenance cost savings to the regulated lottery and general retail transaction business processes. In addition, the users and lottery benefits alike.

Users need not stand in line, keep track of tickets and being contacted if they have winning numbers. The operators of lottery will have significantly lower operational and maintenance expenses.

By introducing better ticketing methods additional new products covered under the intellectual property include: a) obtaining on-the-spot pre-paid numbers with anytime anywhere features, b) a ticket vault in which customers need not keep track of their commercial transaction, while these transactions can be over phone, cell phones or internet, d) Auto-receipt system which use existing retail infrastructure to deliver and sell ticket. This makes ticketing possible through multiple outlets point of sale terminals such as i) ATMs (automated teller machines), ii) at the gas pump instead of inside a gas station store, iii) malls and iv) any retail outlet.

A combination of prepaid card and its specific ownership characteristics along with lottery tickets are combined to make safe and secure remote ticketing purchase possible as described in detail in this patent disclosure.

Abstract

This patent covers: a) a computer system, b) remote access system, c) ticketing system, e) ticket purchase mechanism and d) ticket ownership and prize redeeming methods which provides security, anonymity and authenticity features. While lottery is used as a specific example, the method can be used for any transaction system including gaming and other ticketing processes.

A combination of lottery tickets and prepaid card with pin that are numbers, letters or symbols provide ownership of ticket purchase. Using the prepaid card, tickets can be purchased in store, purchased in side the store but activated anytime, anywhere within applicable guidelines of purchase and participation or through remote purchase mechanism outlined such as telephone, cell phone, wireless devices or internet.

Computer system developed for the system called Cell-A-Lot™ not only provides multiple transaction modes mentioned but also stores critical information of proof of purchase which is a combination of ticket numbers, game numbers if applicable for the transaction type, prepaid card number (number, letter or symbol), but also location of purchase, point of sale, specific sales agent designation, store information, in addition to date and time. A combination of prepaid card identification and the ticket purchased provide core security, anonymity and authenticity for proof of purchase of tickets.

Claims

Following apparatus, method and features are covered under this patent:

- **Claim 1:** A computer system which provides remote access capable of operating in multiple communication modes: a) standard phones, b) cell phones or wireless mechanisms, c) network systems, both local and wide-area networks, and d) Internet. A combination of interaction methods or modes such as voice, text and numeric, in digital or analog method of transmission modes during transaction are covered.
- **Claim 2:** Authentication and verification methods of the purchaser of lottery ticket and features afforded by this method, like anonymity of the purchaser, location of purchase, store, point of sale, identification of the sales agent, date and standard time etc.
- **Claim 3:** Special purpose universal financial transaction card system, which makes the lottery purchase transaction system possible.
- **Claim 4:** A combination thereof in the card purchase system for lottery, telephone and retail transaction system.
- **Claim 5:** A combination of computer system, ticket purchase and authentication system which makes remote lottery ticket purchase possible.
- **Claim 6:** Proof of purchase and ticket printing system accessible through standard phones, wireless devices, cell phones and Internet.

- **Claim 7:** A prepaid card with printed lottery numbers that can be brought inside the store.
- **Claim 8:** A prepaid card that can be brought inside the store, but can be activated anytime, anywhere for purposes of lottery and other redeemable transaction application.
- **Claim 9:** Method and apparatus of a lottery transaction system that uses magnetic card or smart card readers to access remote gaming system and prints out a lottery ticket. Specific application covered is sale in retail stores which use existing magnetic card or smart card reader, and at pump, Automated teller machines, and other types of transaction systems.
- **Claim 10:** Method and apparatus of getting prepaid cards any time anywhere using normal phones, cell-phones and wireless devices.
- **Claim 11:** A ticket vault system in which retails transactions are stored on the Internet. The transaction can be through retail stores, Internet, phone or wireless devices.

Summary of the Invention

Summary of the invention is explained with lottery as a specific gaming example.

However, the invention applies to any games or transaction where gaming transaction and redeeming of prizes are involved. The prize could be monetary, gadgets, travel, real estate or any item of value. Additional claims like ticket vault system is applicable to any transaction system.

A standard lottery transaction occurs inside the store, with lottery ticket with numbers acting as proof of purchase. This single mode of authentication cannot be applied for remote ticket purchasing, because two transactions are involved, purchasing of ticket and redeeming of prizes, if the ticket purchased happen to be a winner. During ticket purchasing proof of age and anonymity are some of the important critical features. Whereas authenticity, security and uniqueness of tickets are critical during redeeming of prizes. These features cannot be easily translated in remote transaction purchases. A combination of unique pre-paid card identification (number, text or symbols) along with the ticket with specific game information provide double authentication needed for remote transaction purchase which require redeeming of prizes or products at a later time. Both prepaid card and the lottery ticket should be shown to redeem a prize. Because of additional set of information contained in the prepaid card, which is shown in addition to lottery ticket, the method provides double authentication, while providing anonymity and security and proof of purchase. Hence this method of ticketing can be used for transacting lottery and other tickets within the store as well as remotely.

The current lottery transaction method provides a set of numbers that are known after winning numbers are announced making it vulnerable for fraud and less secure. In the new proposed process which use prepaid card, combination of lottery ticket numbers along with prepaid card information, store information, point of sale, sales agent id, date and time of purchase are all logged into the computer. This method of transaction provides uniqueness that cannot be duplicated. The new method has set of additional information that are logged during transaction. In addition to the winning ticket, the winner should show the pre-paid card with its number for additional authentication. This provides added security. In addition, the new method provides means for customers to review tickets purchased through Internet, allowing them to keep track of tickets purchased and features that allow customers to be contacted if they have winning numbers. The new method is customer friendly and the process is extremely secure.

The card patent includes sale of lottery tickets using prepaid cards, frequent traveler and other business specific customer loyalty cards. Normal paper or plastic prepaid cards, magnetic stripe cards and smart cards are covered under this intellectual property.

During purchasing the customers buy Cell-A-Lot Pre-paid™ card and later use it to make additional purchases like lottery tickets. Method and apparatus to make purchase tickets using pre-paid card identification over phone, using cell phones, wireless device and Internet has been developed and demonstrated as a generic system. The exact specification how this can be customized depends upon the specification and

requirements of the various regulated national and international lottery agencies. These are considered minor variation of the broad method and apparatus of a system that has been developed and demonstrated to which we claim intellectual property and patent. A set of software and hardware has been developed as an apparatus for putting the method into practice. Many varieties of software and hardware can be applied to put the intellectual property disclosed to use. These are considered variations of the application of the method.

Description

The existing ticket purchase system for lottery is slow and tedious as shown and explained in Figure 1. As shown in Figure 2, The Cell-A-Lot™ computer system can be operated through a standard phone, cell phone or a mobile device using a Cell-A-Lot Prepaid™ prepaid card pin numbers. The method offers significant efficiency to the system, but also provides significant savings to the operators reducing their operational and maintenance cost. The new system will enable the users to not only access low cost local or long distance phone service, but also buy prepaid card pin numbers and lottery tickets as well. While multiple transaction can be performed only those transaction that are approved and permitted can be utilized.

The Cell-A-Lot™ computer system architecture, hardware, associated software, user interface and databases is built for the purposes of purchasing lottery tickets using standard phone, remote devices, cell phones or Internet. The computer system stores information about user authentication, prepaid card number, pin number, phone usage

information, type of lottery tickets purchased, the numbers, where they can be reached in case they win lottery etc. The system hardware, software and networking system will meet high traffic, secure and reliable environment needed. The system will have associated software, and tools to shares information with both state lottery computer system as well as with long distance carrier. The mode of purchase will be transparent to the main lottery computer system. The main computer system will not be able to distinguish if the ticket was brought at a retail counter or through Cell-A-Lot™ computer system. Cell-A-Lot™ allow users to pick numbers through a) standard number selection process, b) standard (state) automatic number selection process and c) features to include innovate automatic number selection procedure that will be allowed by the state. The Point Of Sale (POS) will provide proof of the location where the ticket was brought, and the prepaid card and the pin number of the user will provide user authentication. The computer system also allows users to access the information about tickets purchased through the Web. Users can print hardcopy of the tickets as and when needed. Cell-A-Lot™ will interact with the web or main lottery computer system and identifies if any of its users or customers has won any lottery. The method allows winners of the lottery to be contacted and the method of redeeming cash prizes explained.

Those who use Cell-A-Lot Prepaid™ just dial one toll free number to access its services – buying lottery tickets or local and long distance call purchases. These cards will be made available through convenience store outlets. Cell-A-Lot™ computer system will also allow prepaid ID over the cell phone or standard phone or Internet.

As shown in Figure 3, a transaction receipt can be generated using standard secure commercial grade transaction system right inside the store. This does not require any special lottery system hardware. Instead, existing retail system hardware is used, but when Cell-A-Lot card is used, it will automatically dial, Cell-A-Lot computer system to print lottery ticket numbers and the receipt at the same time. In parallel all transaction information is logged into the computer as well as transaction information can be shared to the state lottery system if prearrangement is made. This is called Auto-receipt system for lottery ticket purchase.

Another mode of purchase is to bundle a prepaid card with lottery ticket numbers built in. That is, when a prepaid card is brought and sold at a store, it will have as part of the card a set of lottery numbers built into the card specific to the game. When this card is sold, a combination of the prepaid card identification (numbers, letter or symbols), ticket numbers, along with point of sale, store, sales agent identification, store, date and time will be logged. This will provide a set of information in protecting the purchaser of the ticket purchase. Yet another method is the card is purchased inside the store, but can be activated any time. All transactions can be reviewed or verified by the purchaser using Internet.

System Architecture:

The architecture for the computer system is shown in Figure 4. Cell-A-Lott™ computer system contains a combination of database, web server and wireless application server.

Cell-A-Lot™ interacts with secure connection like any state lottery computer terminal would and interacts with a lottery system, retail commercial financial transaction, and telecommunication computer systems. The features of the Cell-A-Lott™ computer system can be accessed via cell phone, standard phone or through the Internet using Cell-A-Lott prepaid™ or a standard financial transaction card system.

Cell-A-Lot™ computer system usage examples

Figure 5 – 7 below shows use of Cell-A-Lot™ computer system using cell phone and Cell-A-Lott Prepaid™ card. Figure 5 shows independent confirmation of the purchase of the lottery ticket the Internet or world-wide-web.

Figure 5 shows two transactions where the user enters a Cell-A-Lott prepaid card pin number to access the Cell-A-Lot computer system.

Figure 6, depicts two transactions which show balance account in customer account and the user selecting lottery ticket numbers. Only basic information is shown. A state specific system has been developed and implemented.

Figure 7, shows two transactions that show user selected lottery numbers and the final user authentication after user has made all the selections along with the amount remaining in the user account.

Figure 8, shows user transactions through the internet using which user can independently verify account information including all the lottery selection user made using cell phone.

Figure 9, shows examples of a demonstration performed to Georgia State Lottery officials using cell phones. These activities can be performed on any mobile devices like palm pilots, PDA or hand held network or wireless computer devices.

Figure 10 shows example of an automated receipt, generated using a retail transaction system such as shown in Figure 2 using a prepaid card. This again is a selfcontained complete system which use existing retail infrastructure to access a gaming system to purchase and print a lottery ticket. This method provides significant operational and maintenance savings to owners and operators of lottery system. The method can be implemented in retails stores, gas stations, Automated Teller Machines as regulations of use permit.